

**NEW ZEALAND INSTITUTES OF TECHNOLOGY AND POLYTECHNIC  
QUALIFICATIONS IN INFORMATION & COMMUNICATIONS TECHNOLOGY**

**PRESCRIPTION: MA600 MULTIMEDIA DEVELOPMENT**

AIM OF MODULE:	To provide students with the skills and knowledge to enable them to develop multimedia based material for production on CDROM or Web sites.
CREDITS:	7
STUDENT LEARNING HOURS:	70
CONTENT REVISED:	2000
PRESCRIPTION EXPIRY DATE:	Nov 2011

**Level and Assessment Schedule**

TOPICS	Highest Skill Level				Suggested Assessment Percentage
	R	C	A	P	
1. Overview		*			20
2. Planning			*		20
3. Project			*		60
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					100
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## LEARNING OUTCOMES

The student will:

- |   |   |  |
|---|---|--|
| C | 1 | Understand Multimedia, its advantages and uses. Appreciate different standards in graphics, video, audio, animation, CDROM and other hardware. |
| A | 2 | Understand the principles of development, using story-board techniques. Develop a suitable story-board for a small Multimedia project.         |
| A | 3 | Implement the project using appropriate technology.  |

## CONTENT

### 1 OVERVIEW

- Briefly explain the term Multimedia.
- State the advantages of Multimedia and give examples of its use.
- List the hardware required for Multimedia development and CDROM authoring.
- Briefly list the difference between current standards in graphics, video, animation and sound, discussing the effects on download times.
- Discuss alternative multimedia implementation technologies.  
(eg. presentation, CDROM, Web based)

### 2 PLANNING

- Give an overview of the planning process required to develop a Multimedia title.
- Look at case studies related to planning multimedia applications using story-board techniques.
- Discuss problems related to navigation within Multimedia titles and/or web sites.
- Develop a story-board for a small Multimedia title and/or web site which will contain Multimedia elements.

### **3 PROJECT**

- Implement the story-board developed earlier.
- Include multimedia elements such as:
  - sound
  - animations
  - graphics
  - video
- Use appropriate features to navigate around the package.
- Use appropriate multimedia tools to create and/or manipulate elements used in the project.